

INTRODUCTION

The “Event Management System” is the web-based system, aimed to facilitate online registration cum feedback evaluation for different kinds of events such as games, workshops, and seminars.

The system’s main objective is to control and manage the activities and duties to be performed by various event conductors such as attendees, organizers, event reviewers, and authors.

The key features or functions of the system are as follows...

- Registration of participants
- Registration of speakers
- Scheduling an event
- Collecting feedback from participants
- Generating various feedback reports

System Requirements:

Software

Front End :	HTML5, CSS3, Angular JS
Back End (Application)	Spring MVC & Hibernate
Data base:	Oracle 11g
Web Server	Apache Tomcat 8

Hardware

Disk Space:	100 GB
RAM:	4 GB
Processor:	Core i3/i5 or newer

Existing System:

In the existing system, there is a lot of paper work; it is very time consuming and uneconomical as most of the works include manual processing. The records are difficult to store in manual system, and it requires more manual labor work.

Proposed System:

In the proposed event management system, everything is web-based. This will immediately reduce the manual processing, thereby increasing the speed of event management process. There are various functions and modules in the system to perform various features. This overall increases

management productivity, eliminate paper works, reduce manpower, and prove to be very economical in the long run.

This system is intended to perform the tasks like scheduling new event, registering participants and speakers, view the events etc.

Users

1. Administrator
Creating/Scheduling Events, Verify event registrations, cancel an event
2. Participant
Register for existing event, view events, check event status, provide feedback
3. Speaker
Register for existing event, View events, View registered participants